

## AMENDMENTS TO THE CLAIMS

Sub D 1-16 (Cancelled)

17. (Currently Amended) A system for communication of video information over a network, comprising:

a first object-oriented coder ~~for dividing~~ that divides data into object macroblocks and background macroblocks, and assigns ~~for assigning~~ a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

18. (Previously Presented) The system of claim 17, wherein the first object-oriented coder comprises a first processor and a first memory.

19. (Previously Presented) The system of claim 17, further comprising a second object-oriented coder that allocates a higher data transmission rate to the object macroblocks than to the background macroblocks.

20. (Previously Presented) The system of claim 17, further comprising a third object-oriented coder that receives a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponds to location of the object macroblock that is missing in a current frame, and replaces the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

21. (Previously Presented) The system of claim 20, wherein the third object-oriented coder further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

22. (Previously Presented) A method for communicating video information over a network, comprising the steps of:

C' dividing data into object macroblocks and background macroblocks; and  
assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

23. (Previously Presented) The method of claim 22, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

24. (Previously Presented) The method of claim 22, further comprising receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

25. (Previously Presented) The method of claim 24, wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

26. (Previously Presented) A system for communicating video information over a network, comprising:

means for dividing data into object macroblocks and background macroblocks; and

means for allocating a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

C<sup>1</sup> 27. (Previously Presented) The system of claim 26 further comprising means for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

28. (Previously Presented) The system of claim 27, wherein one of the means for allocating one of a higher number of error control overhead bits and the means for allocating a higher data transmission rate is a first processor.

29. (Previously Presented) The system of claim 26, further comprising:

means for receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of an object macroblock that is missing in a current frame; and

means for replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

30. (Previously Presented) The system of claim 29, wherein the means for receiving the location vector and the at least one motion vector of the object macroblock further comprises

assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

31. (Previously Presented) The system of claim 29, wherein the means for receiving and for replacing is a second processor.

C' 32. (Previously Presented) A computer readable medium having a computer program for communicating video information over a network, the program performing the steps of:  
dividing data into object macroblocks and background macroblocks; and  
assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

33. (Previously Presented) The computer program of claim 32, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

34. (Previously Presented) The computer program of claim 32, further comprising receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

35. (Previously Presented) The computer program of claim 34, wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

36. (Currently Amended) A system for communication of video information over a network, comprising:

01 a first object-oriented coder that divides ~~for dividing~~ data into object macroblocks and background macroblocks, receives ~~for receiving~~ a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponds to location of the object macroblock that is missing in a current frame, and replaces the object macroblock that is missing in the current frame with the object macroblock in the previous frame;

wherein the first object-oriented coder assigns a quantization factor a value that provides for receiving more location vectors and motion vectors of an object macroblock.

37. (Currently Amended) The system of claim 36, wherein the first object-oriented coder uses at least one bit that was designated for the quantization value of the object and background macroblocks to represent the location and motion vectors of the object macroblock instead of the quantization value [further comprises assigning quantization factor a value that provides for receiving more location vectors and motion vectors of an object macroblock].

38. (Previously Presented) The system of claim 36, wherein the first object-oriented coder comprises a first processor and a first memory.

39. (Previously Presented) The system of claim 36, further comprising a second object-oriented coder that allocates a higher data transmission rate to the object macroblocks than to the background macroblocks.

40. (Previously Presented) The system of claim 36, further comprising a third object-oriented coder that assigns a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

41. (Currently Amended) A method for communicating video information over a network, the method comprising the steps of:

dividing data into object macroblocks and background macroblocks; and

receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and

replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame; and

assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

42. (Currently Amended) The method of claim 41, ~~wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock~~ wherein assigning the quantization factor further comprising using at least one bit that was designated for the quantization value of the object and background macroblocks to represent the location and motion vectors of the object macroblock instead of the quantization value.

43. (Previously Presented) The method of claim 41, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

44. (Previously Presented) The method of claim 41, further comprising assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks

45. (Currently Amended) A system for communicating video information over a network, comprising:

means for dividing data into object macroblocks and background macroblocks; ~~and~~

means for receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; ~~and~~

means for replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame; and

means for assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

C1 46. (Currently Amended) The system of claim 45, ~~wherein the means for receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock~~ wherein means for assigning the quantization factor further comprises using at least one bit that was designated for the quantization value of the object and background macroblocks to represent the location and motion vectors of the object macroblock instead of the quantization value.

47. (Previously Presented) The system of claim 45, further comprising the means for receiving and for replacing is a first processor.

48. (Previously Presented) The system of claim 45, further comprising means for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.

49. (Previously Presented) The system of claim 48, wherein the means for allocating a higher data transmission rate is a second processor.

50. (Previously Presented) The system of claim 45 further comprising means for allocating a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.



51. (Previously Presented) The system of claim 50, wherein the means for allocating a higher number of error control overhead bits is a third processor.

52. (Currently Amended) A computer readable medium having a computer program for communicating video information over a network, the program performing the steps of:

dividing data into object macroblocks and background macroblocks; and

receiving a location vector and at least one motion vector of the object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of the object macroblock that is missing in a current frame; and

replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame; and

assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock.

53. (Currently Amended) The computer program of claim 52, ~~wherein receiving the location vector and the at least one motion vector of the object macroblock in the previous frame further comprises assigning a quantization factor a value that provides for receiving more location vectors and motion vectors of the object macroblock~~ wherein assigning the quantization factor further comprises using at least one bit that was designated for the quantization value of the object and background macroblocks to represent the location and motion vectors of the object macroblock instead of the quantization value.

54. (Previously Presented) The computer program of claim 52, further comprising assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

55. (Previously Presented) The computer program of claim 52, further comprising allocating a higher data transmission rate to the object macroblocks than to the background macroblocks.